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**TOTAL AMOUNT OF PAYMENT** (\$)1024.00

## Complete if Known

Application Number	
Filing Date	<u>HEREWITH</u>
First Named Inventor	
Examiner Name	
Group/Art Unit	
Attorney Docket No.	<u>2000/4</u>

## METHOD OF PAYMENT (check one)

The Commissioner is hereby authorized to charge indicated fees and credit any overpayments to:

Deposit Account Number 500973

Deposit Account Name Mikohn GAMING CORP.

Charge Any Additional Fee Required  
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## FEECALCULATION (continued)

### 3. ADDITIONAL FEES

Large Entity Fee Fee Fee Fee Fee Description Code (\$)	Small Entity Fee Fee Fee Fee Description Code (\$)	Fee Description	Fee Paid
10513020565		Surcharge-late filing fee or oath	
1275022725		Surcharge-late provisional filing fee or coversheet	
139130139130		Non-English specification	
1472,5201472,520		For filing a request for reexamination	
112920*112920*		Requesting publication of SIR prior to Examiner action	
1131,840*1131,840*		Requesting publication of SIR after Examiner action	
11511021555		Extension for reply within first month	
116380216190		Extension for reply within second month	
117870217435		Extension for reply within third month	
1181,360218680		Extension for reply within fourth month	
1281,850228925		Extension for reply within fifth month	
119300219150		Notice of Appeal	
120300220150		Filing a brief in support of an appeal	
121260221130		Request for oral hearing	
1381,5101381,510		Petition to institute a public use proceeding	
14011024055		Petition to revive - unavoidable	
1411,210241605		Petition to revive - unintentional	
1421,210242605		Utility issue fee (or reissue)	
143430243215		Design issue fee	
144580244290		Plant issue fee	
122130122130		Petitions to the Commissioner	
1235012350		Petitions related to provisional applications	
126240126240		Submission of Information Disclosure Stmt	
5814058140		Recording each patent assignment per property (times number of properties)	
146690246345		Filing a submission after final rejection (37 CFR § 1.129(a))	<u>40.00</u>
149690249345		For each additional invention to be examined (37 CFR § 1.129(b))	
Other fee (specify) _____			
Other fee (specify) _____			
Reduced by Basic Filing Fee Paid		<b>SUBTOTAL (3)</b>	(\$) <u>10.00</u>

## FEECALCULATION

### 1. BASIC FILING FEE

Large Entity Fee Fee Fee Fee Fee Description Code (\$)	Small Entity Fee Fee Fee Fee Description Code (\$)	Fee Paid
101690201345 Utility filing fee		<u>690.00</u>
106310206155 Design filing fee		
107480207240 Plant filing fee		
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**SUBTOTAL (1)** (\$)690.00

### 2. EXTRA CLAIM FEES

	Extra Claims	Fee from below	Fee Paid
Total Claims	<u>32</u>	-20** = <u>12</u> X <u>18</u> = <u>216</u>	
Independent Claims	<u>4</u>	-3 ** = <u>1</u> X <u>78</u> = <u>78</u>	
Multiple Dependent			

\* or number previously paid, if greater; For Reissues, see below

Large Entity Fee Fee Fee Fee Fee Description Code (\$)	Small Entity Fee Fee Fee Fee Description Code (\$)
10318203	9 Claims in excess of 20
1027820239	Independent claims in excess of 3
104260204130	Multiple dependent claim, if not paid
1097820939	** Reissue independent claims over original patent
110182109	** Reissue claims in excess of 20 and over original patent

**SUBTOTAL (2)** (\$)294

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		Date	<u>9/8/00</u>		

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## METHODS AND APPARATUS FOR A CASINO GAME

### BACKGROUND OF THE INVENTION

#### 1. Field of the Invention

The present invention relates to casino games and, in particular, to improvements in the methods of playing bonus games on slot machines.

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#### 2. Background and Statement of the Problem.

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Slot machines have become the most important contributor to revenue on casino floors. Among slot machines, those with a bonus game have become especially popular. Typically in these machines, a player plays the underlying game (sometimes referred to as the base game) with the usual pays for predefined combinations of symbols.

20

Occasionally, the player will qualify for a bonus event. This is usually triggered through the alignment of one or more special symbols (sometimes referred to as trigger symbols) as an event which initiate the bonus game. Hence, the bonus game is generally a somewhat rare and special occurrence that affords the player an opportunity to participate in an ancillary component of the slot machine with an associated award. Usually, no additional wager is required; the bonus game is an opportunity for the player to earn an additional award risk-free.

25

The bonus award may be distributed by the slot machine in various ways, including adding to the base game credits, the use of an external "top-box", or the use of a second-screen in the case of video. Too, the bonus game may simply be a random choice of several prizes, one or more free base games, and so forth.

By use of the terms bonus game, there is intended no limitations to any particular form of bonus award. Rather, reference to a "bonus game" as one which is different than the traditional base game play. The bonus game may be housed separately from the reels (for example, in a spinning-reel slot machine with a top-box bonus), or may be simply on an additional screen (for example, in a video-reel slot machine). Too, for the purposes of the teachings herein, the manner and equipment that initiates a bonus game (e.g., combination of special symbols as described above or other methods) are immaterial to the present disclosure.

There continues to be a need to enhance the bonus experience for slot machine players. In particular, players desire a feeling of control over the outcome of the bonus game. This may be accomplished in fairly crude ways, such as selecting one of five elements to reveal an award. However, such crude ways may lead quickly to apathy on the part of sophisticated and/or regular players, who are always looking for challenge and variety.

The feeling of control may also be accomplished by allowing the player to additionally wager during the bonus game. For example, the Monopoly® Once Around game by WMS Gaming utilizes a Monopoly board and has the player start at "Go" and, using the outcome of a pair of dice, traverse the periphery of the board once. Before beginning, players are given the opportunity to "buy" (for an additional wager) houses and hotels on the various properties, in the hopes that they will be landed upon for an increased award. The

result is that that an unlucky player may actually be a net loser during the bonus game.

Another manner in which a bonus game may afford the player control is via the use of a strategy game. For example, the use of 5 Yahtzee® poker dice in games by Mikohn Gaming, Inc. of Las Vegas, Nevada as a bonus game has proved very popular. However, insofar as games of strategy generally afford considerable replay value, the rules of the game must nevertheless be learned. As such, the time required assimilating a "learning curve" by the casual player is best 10 minimized.

Thus, there exists a need for bonus games that have essentially no learning curve, yet afford considerable replay value. In particular, a need exists for a bonus game in which the player is given distinct and meaningful choices, but whose outcome is nevertheless 15 controlled in such a fashion as to ensure the operator's expected margin for the slot machine.

## **2. Solution to the Problem.**

20 The solution, as disclosed herein, may include a bonus game with multiple paths emanating from a common node. The multiple paths represent, both mathematically and from a game-flow point of view, meaningful choices the player may make while participating in the bonus game. In this fashion, the player keeps several desirable 25 attributes including control over the direction of the bonus game and, as will be described shortly, relative risk and/or volatility of the game. The operator, meanwhile, retains control over the expected value of the bonus award, hence house advantage of the overall machine.

It is an advantage of the present invention that the player is 30 given distinct strategic choices, while the outcome is nevertheless controlled in such a fashion as to ensure the operator's house

advantage. It is a further advantage of the present invention that the bonus games described herein have almost no learning curve yet still afford considerable replay value.

As a preferred embodiment, the player is offered the choice of 5 a plurality of paths, a path being defined as being traversed in at least one but possibly more moves. Herein each move is defined by a "square" but the geometry of the space moved to is not necessarily important as it is just a place or position having a value or in some cases no value or a loss of value.

10 As an example of the present invention, consider the following topology in which the player begins at "Start" on the left-hand side. The player must choose which path (upper or lower) to take to the "End" square.

Win 0	Win 100	Win 80	Win 0
Start			End
Win 50	Win 60	Win 30	Win 40

15 A random "spinner", of the type conventionally known and programmable for random disposition (with equal probability), is used to roll each of the numbers 1 through 4; e.g., in a video format, a quartered pie-wedge circle may be depicted with overlaid spinner.

20 After the player has chosen a path (say, the lower), the spinner is spun, and a marker traverses the path. For example, if the first spin ended in a 2, the marker would depict movement from "Start" to the "Win 60" square. The player would be awarded 60 credits. The spinner is spun again, and play continues until the marker reaches the 25 "End" square.

The expected value hereafter “EV” for each path may be calculated by skilled artisans using, e.g. combinatorial analysis or Monte Carlo simulation. Below please find the calculated results for the above example. Shown is the probability herein “P” of landing on 5 each of the 4 squares along either path (note that the probabilities sum to a value greater than 1, reflecting the fact that multiple squares may be landed upon during traversal of a given path):

$$P(1) = \frac{1}{4} = 64 / 256$$

$$10 \quad P(2) = \frac{1}{4} \times \frac{1}{4} + \frac{1}{4} = 80 / 256$$

$$P(3) = \frac{1}{4} + 2 \times \frac{1}{4} \times \frac{1}{4} + \frac{1}{4} \times \frac{1}{4} \times \frac{1}{4} = 100 / 256$$

$$P(4) = \frac{1}{4} + 3 \times \frac{1}{4} \times \frac{1}{4} + 3 \times \frac{1}{4} \times \frac{1}{4} \times \frac{1}{4} + \frac{1}{4} \times \frac{1}{4} \times \frac{1}{4} \times \frac{1}{4} = 125 / 256$$

15 Thus, the EV for the upper path is equal to  $(80 / 256) \times 100 + (100 / 256) \times 80 = 62.5$ . The EV for the lower path is equal to  $(64 / 256) \times 50 + (80 / 256) \times 60 + (100 / 256) \times 30 + (125 / 256) \times 40 = 62.5$ .

20 Thus, a game has been constructed that affords the player the option of choosing a path to take, while affording the house a fixed expected value regardless of which path the player chooses. In particular, the player may choose a path with greater volatility or less volatility, but the game is assured of a known, pre-calculated expected value regardless of the strategy adopted by the player. As used herein, volatility relates to the standard deviation of the distribution of 25 possible values about the expected value.

As used herein, volatility relates to the standard deviation of the distribution of possible values about the expected values. A simulation of the game confirms the expected values for both paths and suggests a standard deviation of approximately 54 units for the 30 upper path and 31 units for the lower path. Hence, in this case, the

upper path is more volatile (in terms of possible outcomes after path traversal) to the player.

If desired, another even more volatile “path” with “Win 0” in positions 1, 3, and 4, and “Win 200” in position 2 may be constructed.

5 It can be confirmed, using the aforementioned probabilities, that the EV for this new path is also 62.5. The associated standard deviation is approximately 93.

10 The examples given above are for specific paths (of length 5), a specific random means of traversing the path (random and equal distribution of 1 through 4 squares per turn), and a specific EV for each path. However, other path lengths and random means and approaches are possible, as skilled artisans will appreciate. Hence, the foregoing is meant as an illustration via a specific example but is not intended in any way to limit the teachings herein disclosed.

15 Too, the aforementioned example had the player choose the path at the beginning. It is within the scope of this invention to have the choice occur later. For example, the player may start down a given path, and upon reaching a “fork” be given a choice at that juncture. As used herein the terms along a path such as, juncture, 20 fork, node and the like all relate to decision points or choices for the player and may include more than two alternatives. For example, three alternatives along a path could be angle left, angle right or go straight ahead.

25 As an example, a design choice may be to use more than two possible paths. This gives the player even more choices, in a controlled fashion, and thus further accommodates different styles of play. Consider the following case in which the player begins at “Start” on the left and is offered four horizontal paths to take to “End” on the right. A coin is flipped with heads moving the player forward 1 square, 30 and tails moving the player forward 2 squares.

START	Win 20	Win 30	Win 40	Win 50	Win 60	END
	Win 0	Win 0	Win 0	Win 0	Win 200	
	Win 0	Win 50	Win 95	Win 50	Win 0	
	Win 0	Win 40	Win 60	Win 45	Win 50	

A calculation similar to that described above yields the following results.

5  $P(1) = \frac{1}{2} = 16 / 32$

$$P(2) = \frac{1}{2} + \frac{1}{2} \times \frac{1}{2} = 24 / 32$$

$$P(3) = 2 \times \frac{1}{2} \times \frac{1}{2} + \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = 20 / 32$$

$$P(4) = \frac{1}{2} \times \frac{1}{2} + 3 \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} + \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = 22 / 32$$

$$P(5) = 3 \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} + 4 \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} + \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2}$$

10  $= 21 / 32$

Inserting the appropriate values from each of the four paths yields an EV of 131.25 regardless of path chosen. In this manner, the player may be given an arbitrary number of paths; each constructed in conformity with the teachings herein provided. It is an advantage of this invention that the numbers of paths, and the values of their squares, afford considerable flexibility in game design.

Although the preferred embodiment uses paths with identical lengths, another embodiment may use paths of differing lengths. For 20 example, path "A" may have 10 steps while path "B" may have only 6 steps, and so forth. Again, the probabilities of landing on each path square may be determined, so that the calculated theoretical EV associated with each path is equal or approximately so.

It is another advantage of this invention that the random ways of traversal are design choices. For example, a design choice may be, as part of a random means of movement, to afford the possibility of moving 0 squares in some instances. In the case of no movement, the 5 player may again be given the value of the square currently "stuck" upon, or may simply stay upon the square without again being awarded the square's value. In either case, the respective probabilities of landing on each square may be calculated to determine the resultant EV associated with each path.

10 While the preferred embodiment uses identical ways of traversing each path, in another embodiment different ways of traversing each path are prescribed. For example, path "A" may be traversed by rolling a single die and moving forward the number of steps shown, while path "B" may be traversed by throwing two dice 15 and moving forward the sum of the steps. Clearly, other possibilities exist as will be apparent to one skilled in the art.

20 Furthermore, note that the EV of each path need not be mathematically identical. The general teachings of this invention are meant to allow the player flexibility over choice of outcomes in a controlled fashion. It is within the scope of this invention to construct different paths with expected values that are not identical, and in some cases quite dissimilar, yet still provide for an overall game 25 return within a known range acceptable to the operator.

As an example of the foregoing, note that a typical slot 25 machine game may be described as having a total return "ERtot" per unit wagered. ERtot may be made up of contributions from the base game ERbase and one or more bonus games ERbonus (for simplicity only one bonus game will be considered in the following description), as follows:

Where the house advantage “HA” is defined to be the following:

$$HA = 1 - ER_{tot}$$

5

For a typical bonus game with frequency  $f$ , we may calculate  $ER_{bonus}$  as:

$$ER_{bonus} = f \times EV_{bonus}$$

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For example, consider a game with  $ER_{base} = 0.6$ ,  $f = 0.005$ , and  $EV_{bonus} = 60$ , we find  $ER_{bonus} = 0.3$  and  $ER_{tot} = 0.9$ . Thus, the house advantage is 10%. In the teachings of a multiple-path bonus herein, a bonus game is constructed with two possible paths each having  $EV_{bonus} = 60$ . In this way and as intended, the overall house advantage remains always 10% regardless of path chosen by the player in the bonus game.

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However, for instance, one path may have an  $EV = 60$  while the other may have an  $EV = 64$ . Then,  $ER_{bonus}$  is bounded by the limits  $0.3 (= 0.005 \times 60)$  and  $0.32 (= 0.005 \times 64)$ . Hence,  $ER_{tot}$  is bounded by the limits  $0.9$  and  $0.92$ , depending on the path selected by the player. The house advantage, though not constant, is thereby assured to be in the range of 8% to 10% and remains in a controlled fashion. Alternatively, one path may have an  $EV = 30$  and another  $EV = 70$ , creating a house advantage assured to be in the range 5% to 25%. The total range is therefore  $25\% - 5\% = 20\%$ . If a player chooses randomly, the resultant house advantage will be the mean of the paths, in this case 15%. The difference between the player selected “best” path and the mean path in this example is therefore  $15\% - 5\% = 10\%$ .

While the foregoing has been described in terms of two paths, the number of paths, their associated EVbonus, the frequency of the bonus (and other bonuses), the relative contributions of ERbase and ERbonus, and so forth, are all design choices. Hence, the foregoing is  
5 meant to be illustrative and not limiting in nature. What is taught is the use of an overall game comprised of a base game and one or more bonus games. The bonus game has multiple paths, each path offering a potentially different expected value, but which nevertheless combined with the relative frequency of a bonus game, provide for an  
10 expected return on the overall game within calculable and acceptable limits.

Also, while the foregoing has been presented in terms of a bonus game, we note that the teachings of this invention may likewise be used as a game of chance in and of themselves. In this case, 15 utilizing the formalism described above,  $ERbase = 0$  and  $f = 1$ . Hence,  $ERtot = ERbonus = EVbonus$ . To assure a house advantage, clearly  $ERtot$  must be less than 1. Hence,  $EVbonus$  (the expected value of the bonus game per unit wager) must likewise be less than one.

Hence, in the example given earlier in which the EV of the 20 game is 62.5, a possible method of implementing as a standalone game of chance is to require the player to wager, say 75 units to play the game. Then the normalized  $EVbonus$ , per unit wager, is  $62.5/75 = 0.8333$ . The resulting house advantage is 16.67%.

We have shown therefore, that the method herein applies not 25 only to bonus games but to games of chance in general. In particular, the same set of paths may be used as either a bonus game or a standalone game of chance. While the foregoing has described one method of utilizing the teachings herein in the form of a standalone game of chance, other design choices will be appreciated by those skilled in the art. Therefore, the preceding example should be  
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considered an illustration only, and not meant to limit the teachings herein.

The teachings herein allow for considerable flexibility in designing pathways. As described, this includes the number of paths between the start and end, and their topology. While the above examples have the Start square as a node (with a choice), the Start square could also have no choice, leaving until later the opportunity for the player to make a decision.

The random means of traversing each path, is also a design choice. Examples can include the spin of a wheel or arrow, the use of a wheel, the roll of dice, the flipping of a coin, random number generators, etc. Chance as used herein includes the mentioned random means, and any form of random selection whether specifically mentioned or otherwise so long as the result is arbitrary.

In a preferred embodiment, the paths may have decision nodes, which allow for additional decisions to be made. For example, consider the following schematic path structure (in this example, wherein the values A1, A2, . . . , F3, F4) are not specifically portrayed.

Start		
Win A1	Win B1	Win C1
Win A2	Win B2	Win C2
Win A3	Win B3	Win C3

Win A4	Win B4	Win C4
Decision Node		
Win D1	Win E1	Win F1
Win D2	Win E2	Win F2
Win D3	Win E3	Win F3
Win D4	Win E4	Win F4
End		

Here, the player begins at the Start node and chooses one of three paths (A, B, or C) to traverse. Upon reaching the Decision node, the player must again choose one of three paths (D, E, or F) to follow. It should be appreciated that whether the player is stopped at the Decision position, or allowed to continue moving through this zone uninterrupted (while selecting the next path of D, E, or F) is a design choice. Furthermore, it may be desirable (when used as a bonus) to have the player complete the first section of the bonus (to the Decision node) upon first visiting a bonus game, only to return to play of the base game. Upon further qualification for a bonus, the player resumes the journey through the Decision node and selects the next path to take. Other variations upon this general approach are also possible, including the use of multiple intermediate positions.

Lastly, we note that while we have presented each of the squares in a “winning” capacity (i.e., can’t lose), it is also possible to have some squares as net losers (i.e., a negative amount is “won”). For example, consider the following two-path game in which a single coin is flipped for random movement, with heads moving forward one square and tails moving forward two squares.

Start Node		
Win 30	Win 23	Lose 40
Win 30	Win 73	Win 100
Win 30	Lose 22	Lose 67
Win 30	Win 45	Win 150
Win 30	Win 20	Lose 30
End Node		

As before, we find the following probabilities of landing on individual squares:

$$P(1) = 16 / 32$$

$$P(2) = 24 / 32$$

$$P(3) = 20 / 32$$

$$P(4) = 22 / 32$$

$$P(5) = 21 / 32$$

The expected value, regardless of path chosen, is equal to 95.5625. Showing a method whereby the player may choose a path that has possible “losing” elements in addition to “winning” elements. Thus, what is shown is a method whereby non-risk-averse players

wishing to gamble with a volatile path (and possibly losing) are also rewarded handsomely with increased awards on the potential winning squares.

5 In another preferred embodiment, certain squares are designated "stop" squares. These are squares in which the player pauses upon landing on the square. As such, the player stops on the square instead of traversing it in the normal fashion. The next move continues with the player initiating movement from the "stop" square. For example, consider the following sample path:

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Start	Win 10	Win 20	Win 30	Win 40	Win 50	Win 60
						Stop
End	Win 60	Win 50	Stop	Win 30	Win 20	Win 10

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If a single die is used to define moves around the path, then the following illustrative example demonstrates how the "Stop" square functions. The player begins at Start. If the first die roll is a 3, the player moves to the "Win 30" square. If the next die roll is a 2, the player moves to the "Win 50" square. If the next die roll is a 4, the player moves to the "Stop" square and stops there. If the next die roll is a 1, the player moves from "Stop" to the "Win 10" square. With a next die roll of 6, the player moves to the second "Stop" square. A final die roll of 4 ends the game.

Several paths of this type may be chosen among. The number and location of the Stop squares is a design choice. Too, the Stop squares, much like the Start, End, and Decision Node squares may also have a value, or other events, associated with them.

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It is also within the scope of this invention to have designated squares act to move the player to other squares. This may be

accomplished, e.g., via “Move ahead 3 squares” or “Go back 1 square” types of instructions. Alternatively, a square on path A may direct the player to move to a square on an alternate path (say B), thus further adding an element of surprise and suspense.

5           Lastly, while the examples above suggest monetary, or credit, wins/losses associated with each square, the extension to other items is also made. For example, certain squares may prescribe the play of an additional game. Provided the associated EV of such a game can be calculated, landing on the square and awarding the result of the  
10 game is mathematically equivalent to simply awarding the associated expected EV for the game. That is to say, the play of an additional game may be used to deliver a desired EV, rather than simply awarding the player a fixed amount. Note that the game may award a range of values and/or may involve strategy.

15           As another example, certain squares may allow players to acquire items that may later be exchanged for value. For example, consider a dessert-themed game in which predetermined squares allow the player to accumulate scoops of ice cream. Upon completion of the path, the player may receive an additional award based upon  
20 the number of scoops of ice cream collected. Again, the expected value of the path may be calculated traditionally, and includes as part of the calculation a determination of the value of the collected items.

25           Alternatively, the player may acquire items by several other means. These include random “gifts” as well as purchase via an additional wager. For example, after each movement, the player may have a 10% chance of being offered the sale of “fine art” to later be sold at auction (i.e., exchanged for value) upon completion of the game.

30           Also, the player may acquire privileges. For example, upon a certain chance outcome (e.g., a roll of 6 on a single die), the player may buy the privilege of choosing the next square landed upon. As

another example, consider the case in which a player landing on a prescribed square may buy the opportunity to double all remaining square values. The means of acquiring items or privileges, whether randomly, by squares landed upon, by purchase, and so forth, is a design choice, and the foregoing is not meant to be limiting.

### **Brief Description of the Drawing**

Figure 1 is an illustration of an embodiment of a casino game of chance.

## Detailed Description

10 While the examples illustrating the play and different options for the casino games are explained throughout the preceding disclosure, skilled artisans will appreciate that many variations of the execution will be possible. The specific examples should not be considered limiting and the particular casino game equipment shown in Figure 1  
15 is merely for depiction of but one example of form. In that regard, there is shown a casino game of chance 10 for at least one player. The casino game of chance 10 has a game surface 11 accessible and visible to the player to play the casino game of chance 10. A plurality of paths 12 on the game surface are arranged for the player, currently shown on selected path 13. A plurality of nodes 14 represent points at which the player must choose which subsequent path to traverse. The plurality of paths 12 and nodes 14 can be in the form of a lighted display or video screen as shown for example in Figure 1. In a well known manner in gaming the game surface 11 may be an interactive structure such as a touch screen, if a video, for the purpose of path selection. As disclosed throughout the preceding detailed description there may be value positions, intersections, and other positions along the paths 12 as part of a particular game.  
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During play there is a need to show the position on the path 13. In the preferred embodiment, movable indicia 16 on the game surface 11 show the position on the player selected path 13. In the physical

embodiments of the casino game of chance 10, the movable indicia 16 can include tokens, graphic representation, icons and video depictions depending on the chosen interactive structure for the casino game of chance 10.

5           A mechanism of chance 17 carried on the game surface 11 is available to the player. The mechanism of chance 17 is for determining the random movement of the indicia 16 along the player selected path 13 and for awarding the player any values associated with positions along the selected path 13. As set forth herein before  
10           the mechanism of chance 17 can include, spinners, dice, wheels, random number generations or a coin for flipping, etc. The expected value for each possible player choice of paths is designed to preserve the house advantage and make the casino game of chance 10 commercially viable.

15           Those skilled in the art will appreciate the plethora of possibilities associated with accumulating items and/or privileges that may increase in value, lose value, or otherwise play a part in the expected value for the bonus sequence. What is material is the use of acquisition by the player of certain items and privileges, each of which  
20           affects the potential outcome of game, but which nevertheless allows for the calculation of a controlled and limited range of expected values for the game.

What is claimed:

1) A method for playing a bonus game on an underlying slot machine, comprising the steps of:

- establishing a plurality of paths, each of which is comprised of a plurality of squares.
- establishing a random means of traversing the paths, the random means affording the possibility of two or more moves being required to complete the bonus game;
- allowing a player to select one of the paths;
- moving along a player selected path according to the random means, while awarding the player the values associated with squares landed upon;

such that the overall house advantage is controlled within a predetermined range.

2) The method of claim 1 with one or more value squares along the paths.

3) The method of claim 1 wherein the random means is performed by spinning a spinner.

4) The method of claim 1 wherein the random means is performed by rotating a wheel.

5) The method of claim 1 wherein the random means is performed by rolling at least one die.

6) The method of claim 1 wherein the random means is performed by flipping a coin.

7) The method of claim 1 wherein the random means uses a random number generator.

8) The method of claim 1 wherein the step of establishing a plurality of paths, each of which is comprised of a plurality of squares includes using a stop square.

9) The method of claim 1 wherein landing on certain squares causes additional movement.

10) The method of claim 1 by establishing intersecting paths.

11) The method of claim 1 with the step of establishing one or 5 more squares having an associated game.

12) A method for playing a bonus game for a base game, comprising the steps of:

10 a) establishing in the play of the bonus game a plurality of paths, each of which paths includes a plurality of positions with at least one value position there between;

b) moving along a player selected path with a provided random selection, while awarding the player the values associated with positions landed upon such that the overall house advantage is controlled within a 15 predetermined range.

13) The method of claim 12 wherein the step of moving includes a stop position.

14) The method of claim 12 wherein the step of moving includes random selection of positions that cause additional 20 movement.

15) The method of claim 12 wherein the step of establishing plural paths includes at least one position common to the plural paths whereat the paths intersect.

16) The method of claim 12 wherein the establishing step 25 includes one or more value positions having an associated game.

17) A method for playing a casino game of chance, comprising the steps of:

10 a) establishing in the play of the game a plurality of paths, each having at least two positions;

b) allowing a player to select one of the plurality of paths; 30

- c) moving along the player selected path according to chance, while awarding the player the values associated with the selected path, and
- d) controlling the house advantage of the game of chance within a predetermined range.

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- 18) The method of claim 17 for playing a casino game of chance by playing a base game and a bonus game.
- 19) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage provides a total range thereof of about twenty percent.

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- 20) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage includes a range for the player selected best path to the player selected mean path of about fifteen percent.

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- 21) The method of claim 17 wherein the step of moving according to chance uses the spinning of a spinner.
- 22) The method of claim 17 wherein the step of moving according to chance uses the rotating of a wheel.
- 23) The method of claim 17 wherein the step of moving according to chance uses the rolling of at least one die.

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- 24) The method of claim 17 wherein the step of moving according to chance uses the flipping of a coin.
- 25) The method of claim 17 wherein the step of moving according to chance uses a random number generator.

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- 26) The method of claim 17 wherein the step of establishing a plurality of paths, each of which is comprised of a plurality of positions includes using a stop position.
- 27) The method of claim 17 wherein landing on certain positions causes additional movement.

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- 28) The method of claim 17 wherein the paths intersect.

29) The method of claim 17 with the step of establishing one or more positions having an associated game.

30) The method of claim 17 with the step of allowing the player to acquire items.

5 31) The method of claim 17 with the step of allowing the player to acquire privileges.

32) A casino game of chance for at least one player comprising:

10 a) a game surface accessible and visible to the player;

b) a plurality of paths on the game surface arranged for player selection of one path, each path having at least two positions beginning at start position, and finishing at end position;

15 c) movable indicia on the game surface, the movable indicia for showing the position on the selected path of the player;

d) a mechanism of chance carried on the game surface and available to the player, the mechanism of chance for determining movement along the player selected path and awarding the player the values associated with positions along the selected path, and the game of chance structured so that the expected value of each of the plurality of paths is approximately identical.

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**Abstract of the Disclosure**

**METHODS AND APPARATUS FOR A CASINO GAME**

A method for playing a game has the steps of establishing a plurality of paths, each of which have a plurality of squares including a start square, an end square, and a plurality of value squares. Randomly traversing the paths to afford the possibility of two or more moves to reach the end square. Allowing a player to select one of the paths. Moving along the player selected path randomly, while awarding the player the values associated with squares landed upon. The randomness is by the steps of spinning a spinner, rolling a die or dice, employing a wheel, flipping a coin, or the use of a random number generator. The step of establishing a plurality of paths, each having a plurality of squares includes using a stop square, squares which cause additional movement. The steps of establishing intersecting paths or establishing one or more squares having a game associated with them are practiced. The method is in a casino game and a bonus game for a base game.

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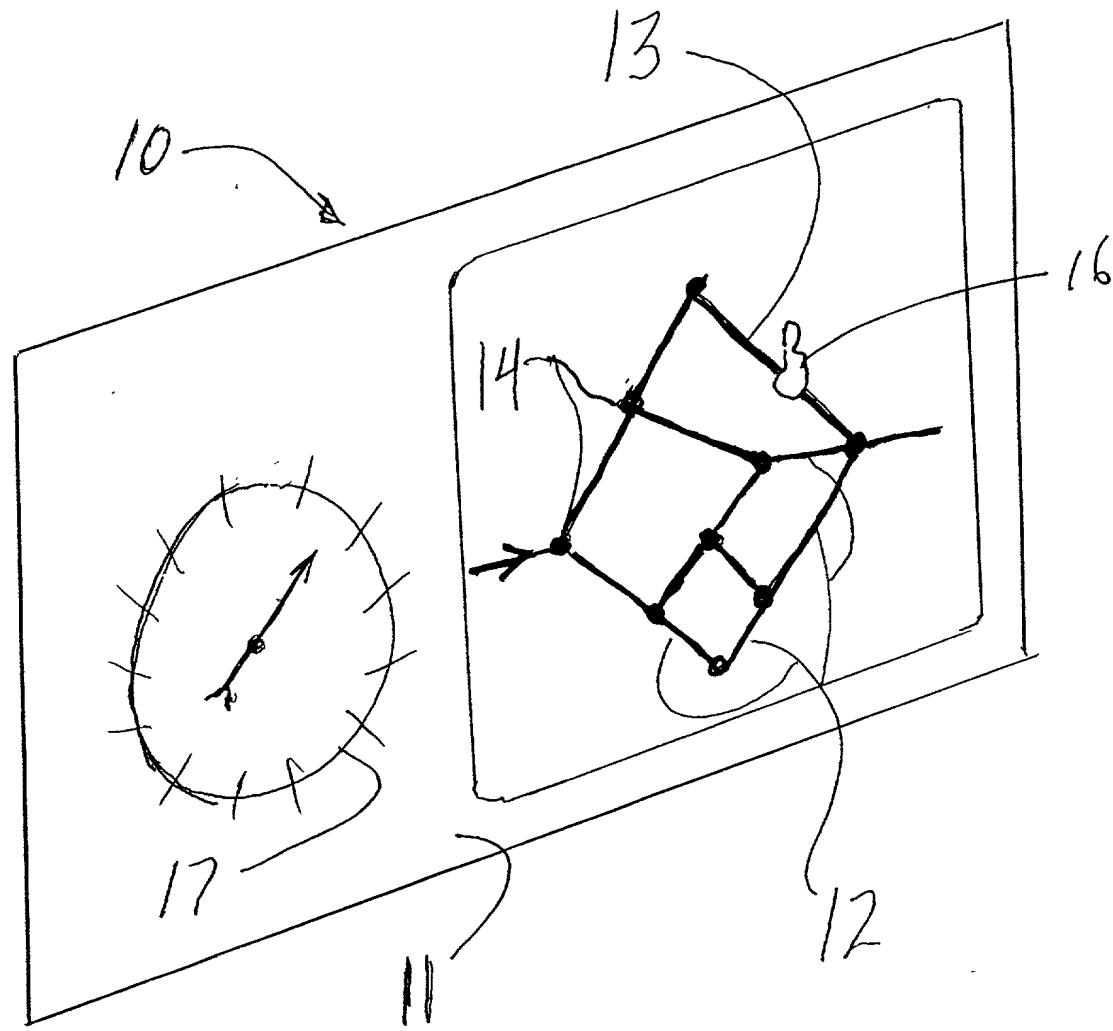


FIG 1

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**DECLARATION FOR UTILITY OR  
DESIGN  
PATENT APPLICATION  
(37 CFR 1.63)**

Declaration Submitted with Initial Filing      OR       Declaration Submitted after Initial Filing (surcharge (37 CFR 1.16(e)) required)

Attorney Docket Number	2000/4
First Named Inventor	VANCURA
COMPLETE IF KNOWN	
Application Number	/
Filing Date	
Group Art Unit	
Examiner Name	

As a named inventor, I hereby declare that:

My residence, post office address, and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

**METHODS AND APPARATUS FOR A CASINO GAME**

the specification of which

(Title of the Invention)

is attached hereto

OR

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I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendments specifically referred to above.

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Prior Foreign Application Number(s)	Country	Foreign Filing Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached?
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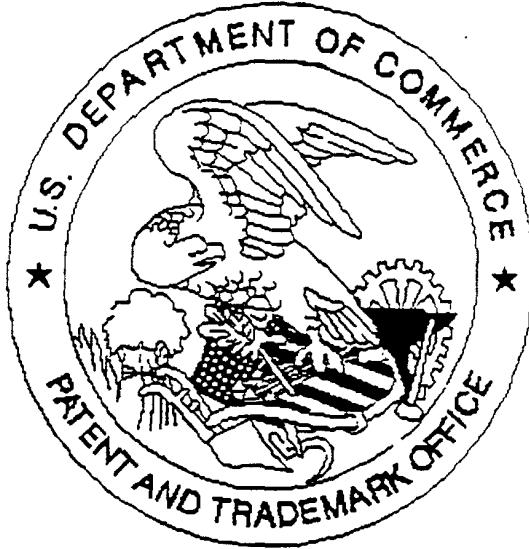
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